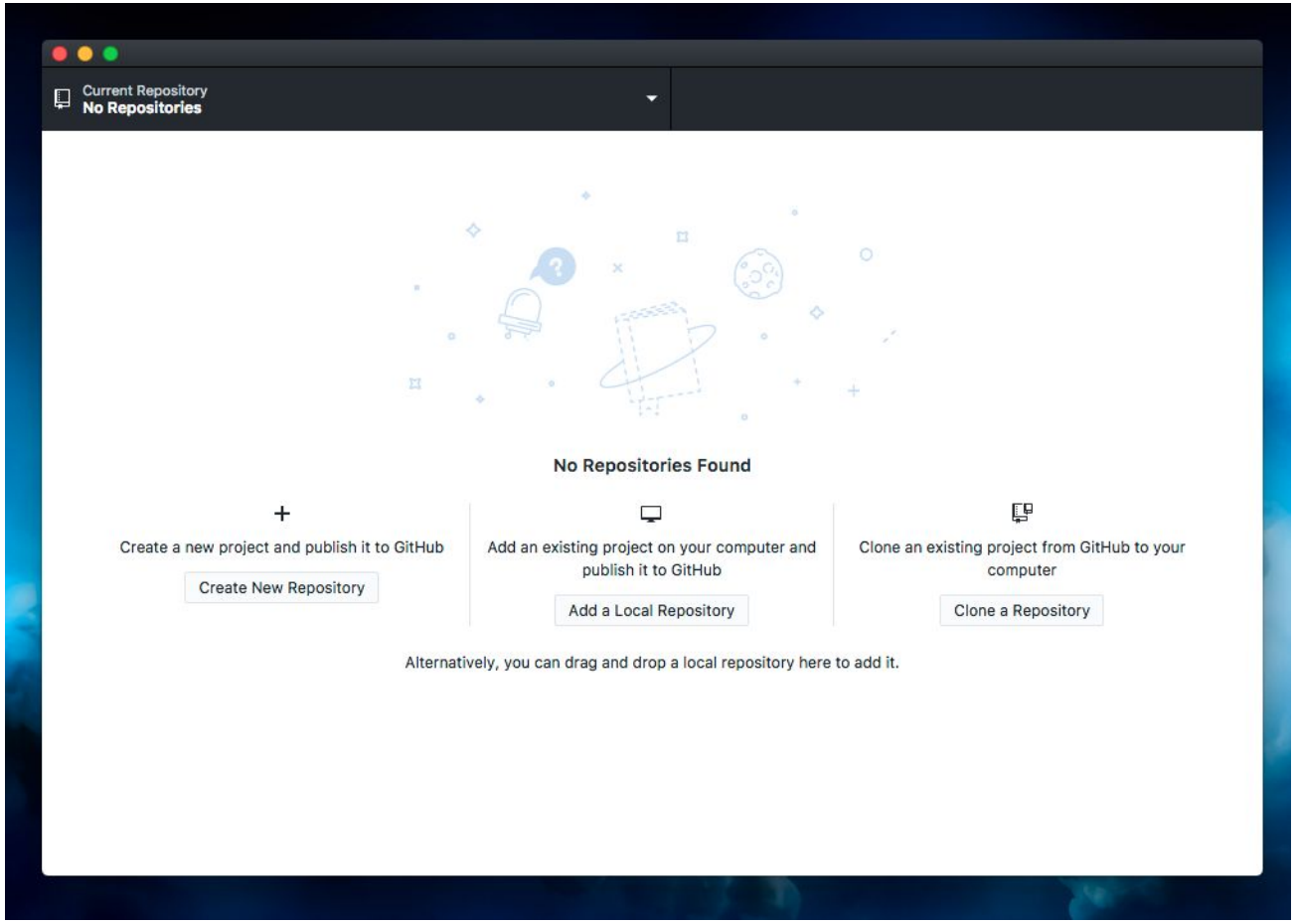
CodeLab II (CCO5000-20)

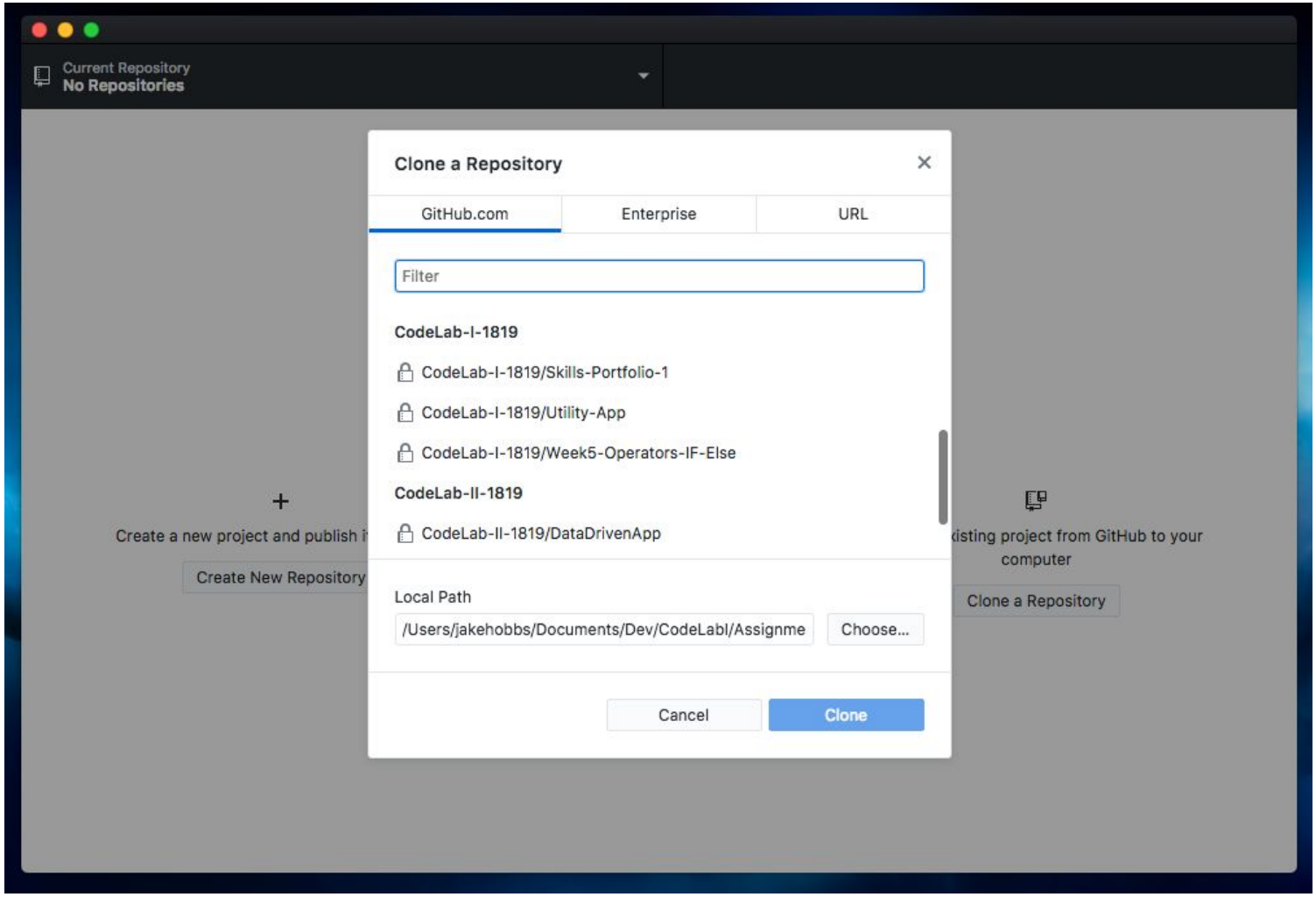
Cloning Option 1 Data Driven App Repository - Xcode

Creative Computing
The School of Creative Industries
College of Liberal Arts, Bath Spa University

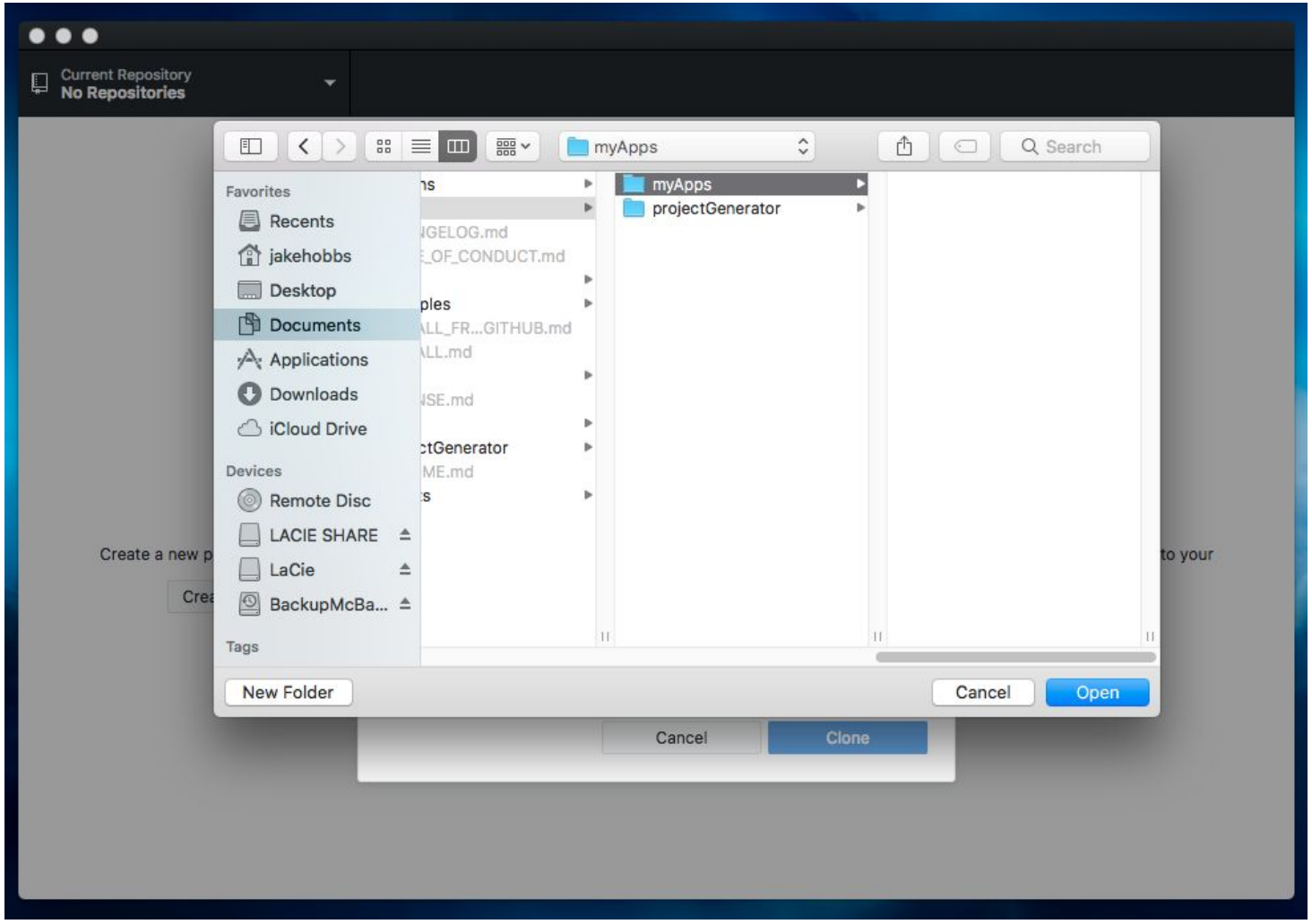
1. Use Github desktop clone your assignment repository to your computer. If you have no existing repositories you can do this by clicking the *"Clone a Repository"* button on the opening screen. Else simply go "*File → Clone Repository*"



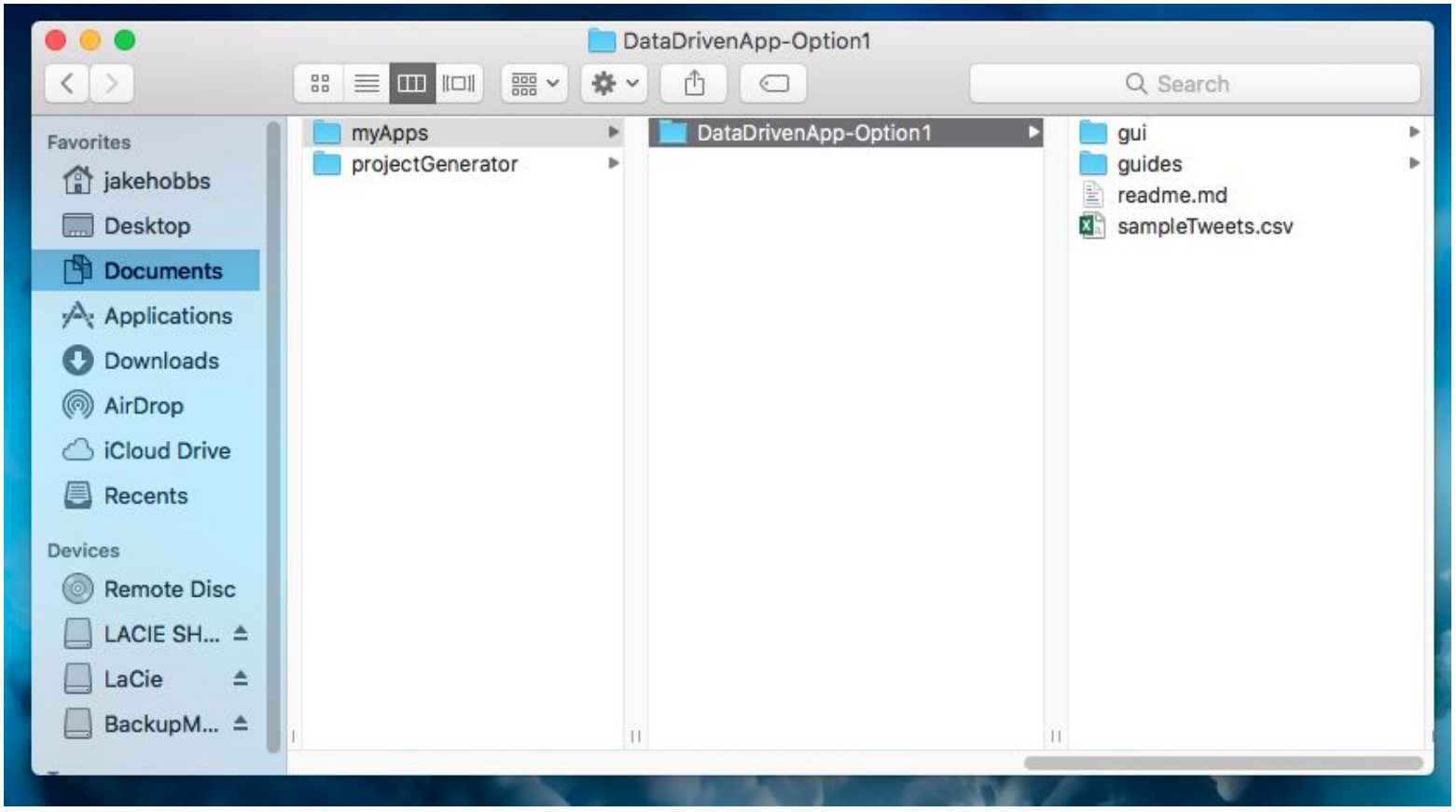
2. You will be presented with a screen similar to the one below. You should look for and select the latest repository from those listed. This will be named something like: *CodeLab-II-1819/DataDrivenApp-Option1-yourgithubusername*



3. Click “*Choose...”* next to local path and browse to the “*myApps*” folder of your openFrameworks installation. If you do not have a *“myApps”* folder, create one. Click *“Open”* and then “*Clone” and* this will clone the repository.

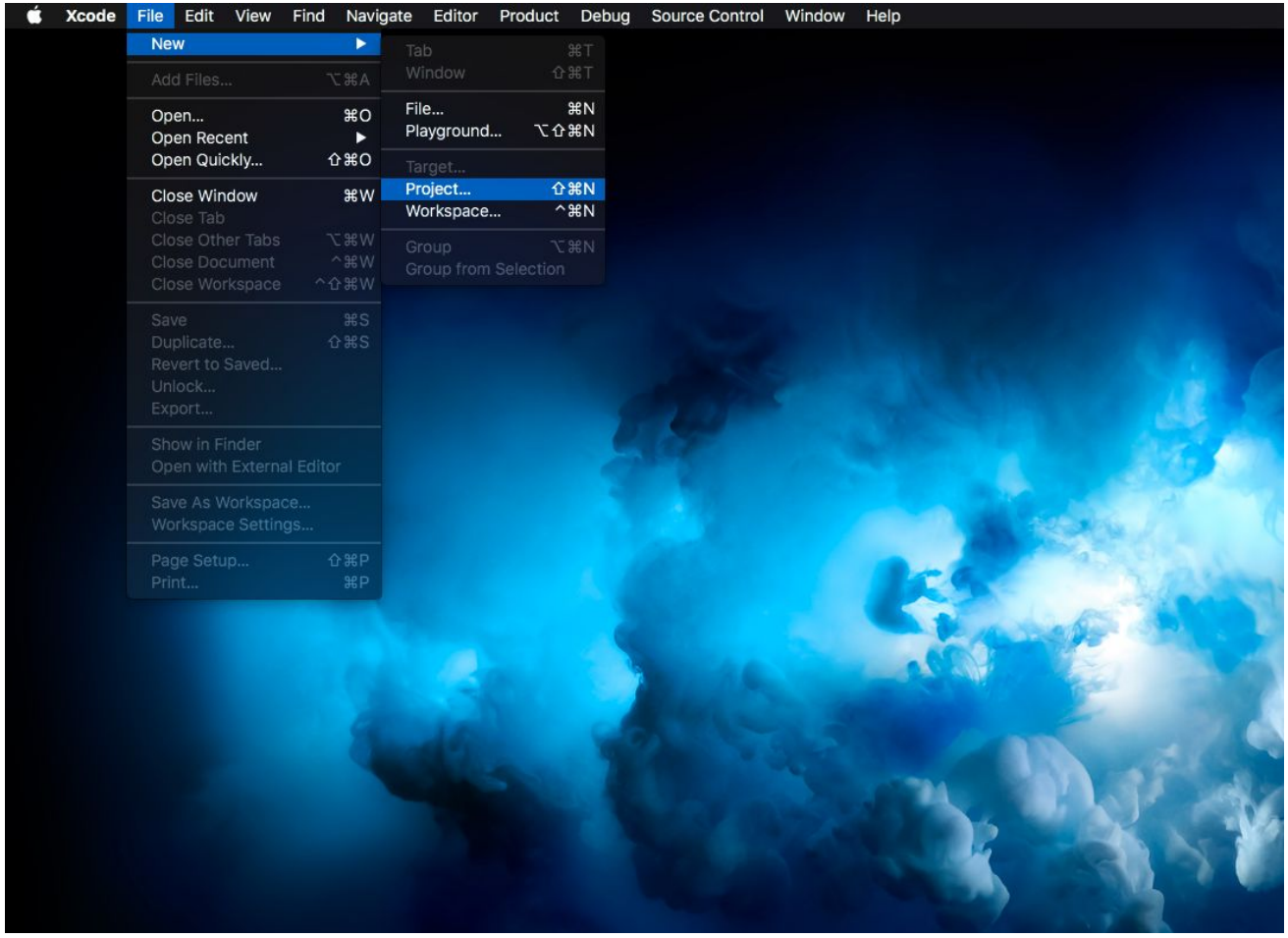


4. You should now have a copy of the repository from Github on your local machine. The image below a cloned repository after downloading to my mac. For the assignment you should create one project for your main console based application and a seperate project for your mock gui. The remaining steps guide you on how to create these projects.

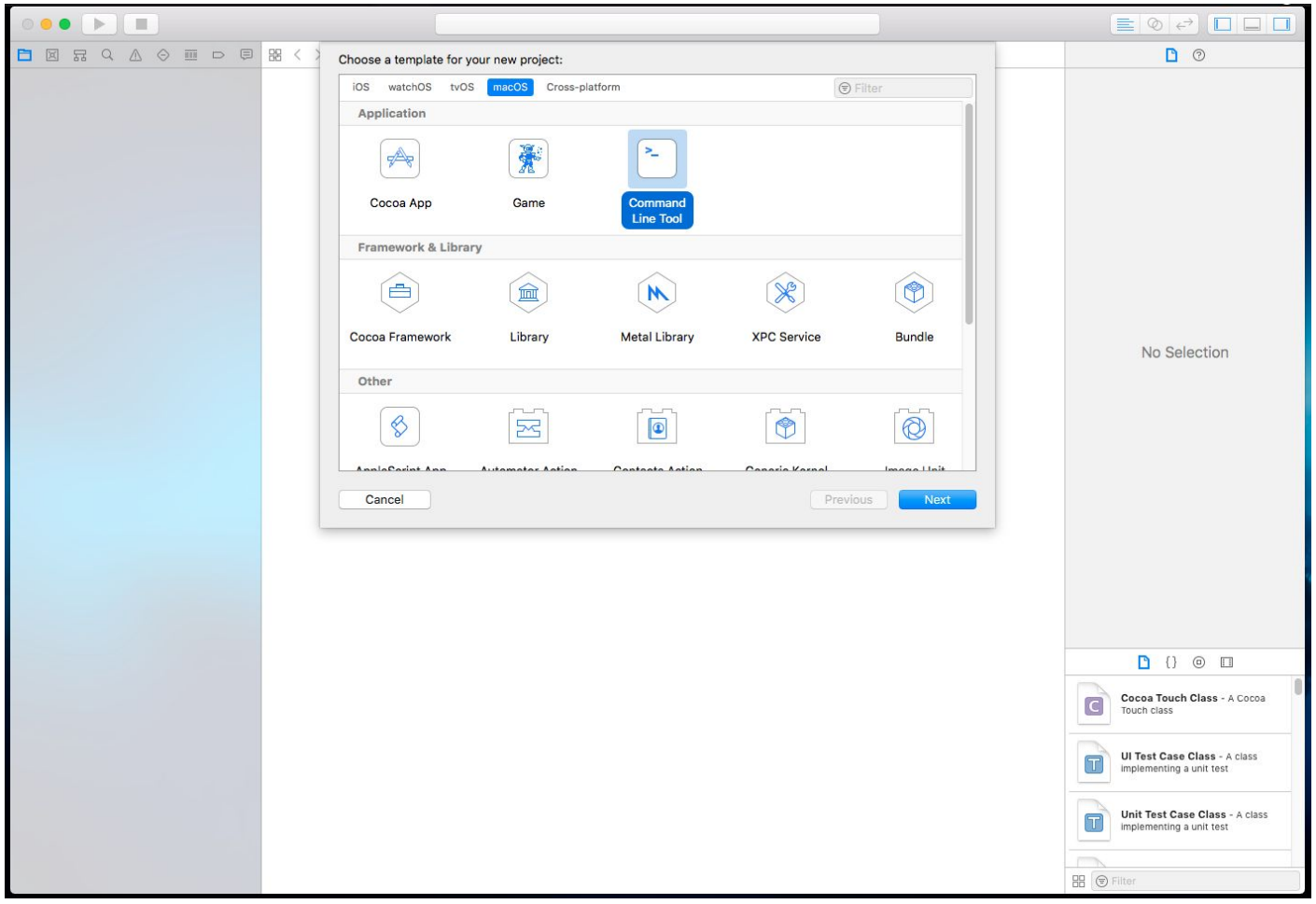


Setting up main console project

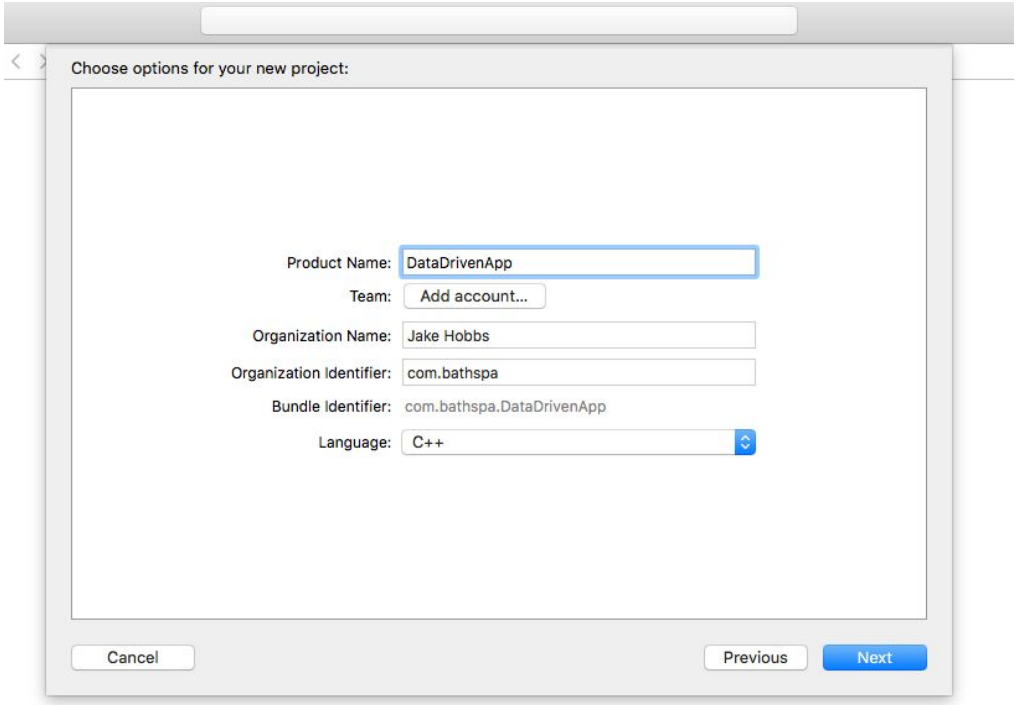
5. In Xcode go to File → New → Project



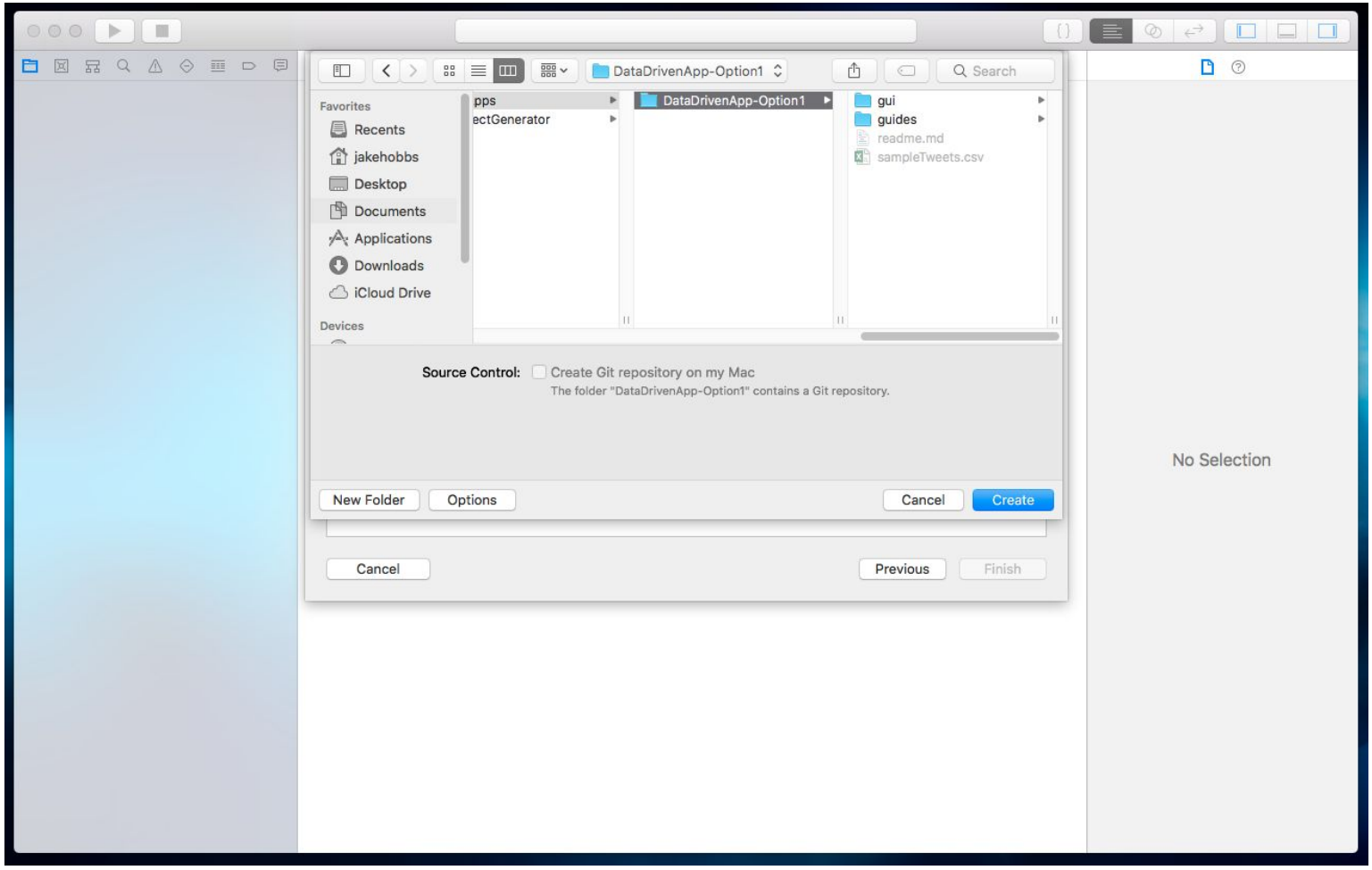
6. Ensure top tab is on “*macOS*”, select “*Command Line Tool*” & click “*Next*”



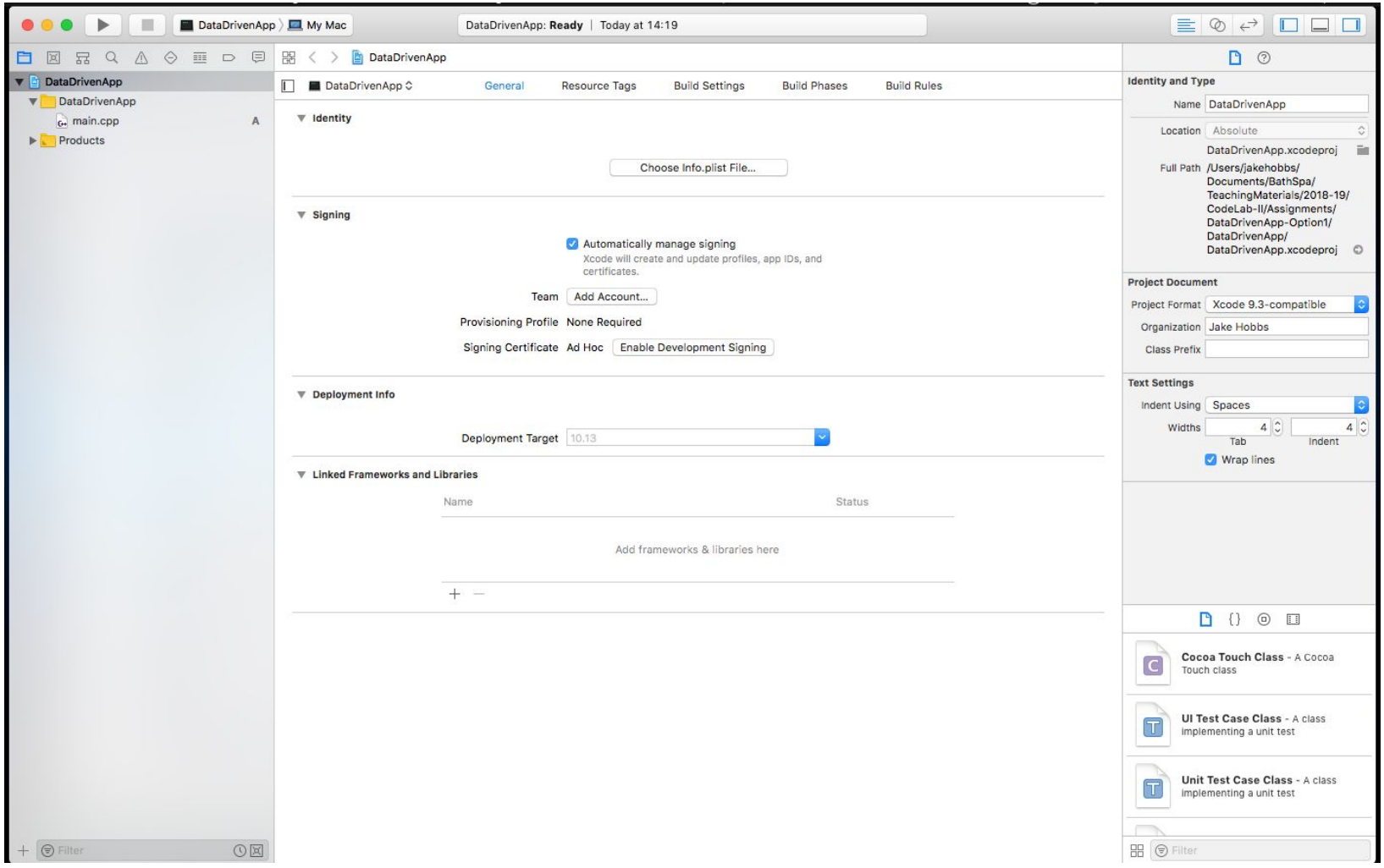
7. Set the options for your project:
    a. Give the product a name (e.g. "*DataDrivenApp*")
    b. Set organisation identifiers (e.g. com.yourname)
    c. Set language as C++
    d. Click Next



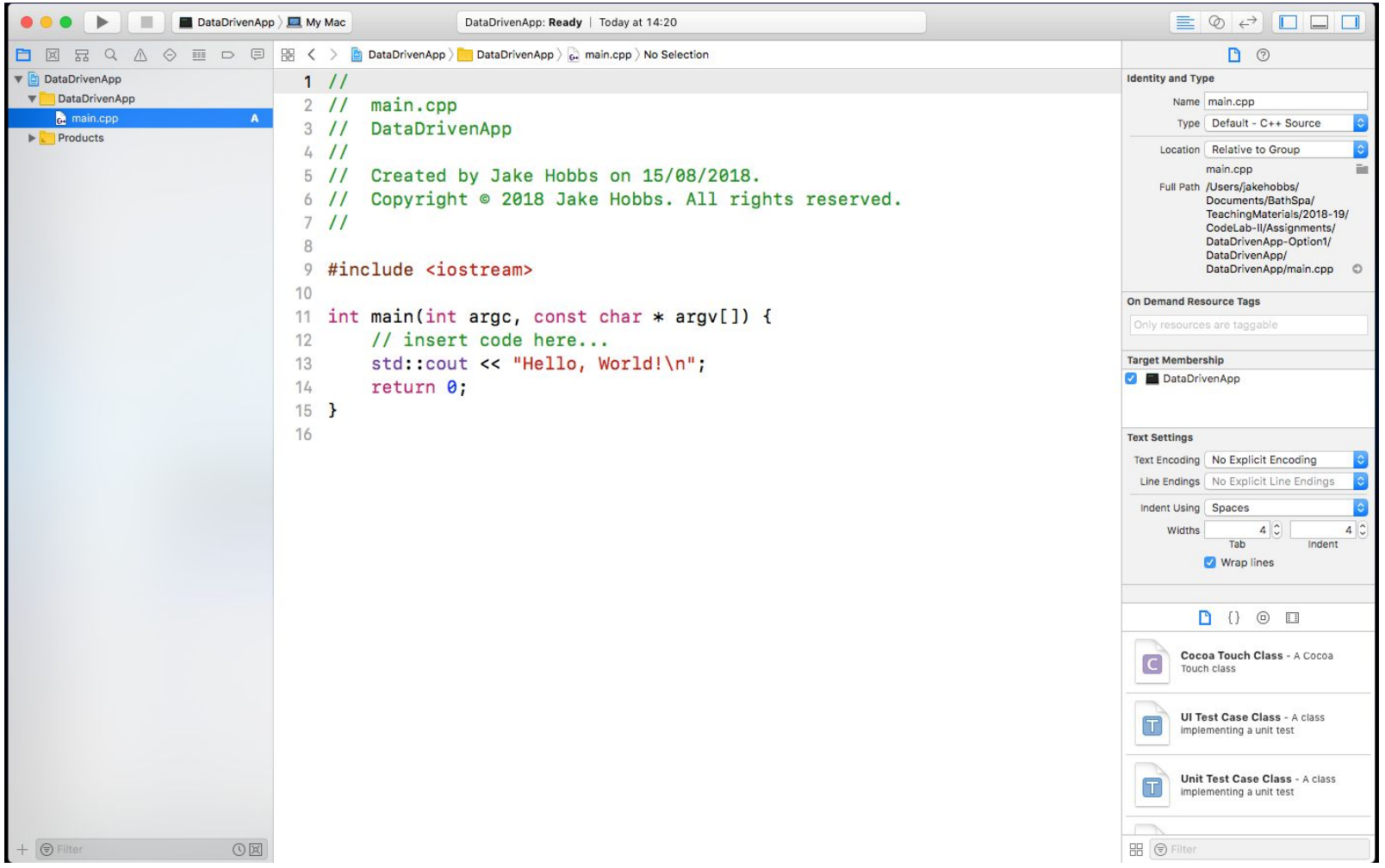
8. Navigate to the location you cloned the repository to in step 3 and click *“Create”*



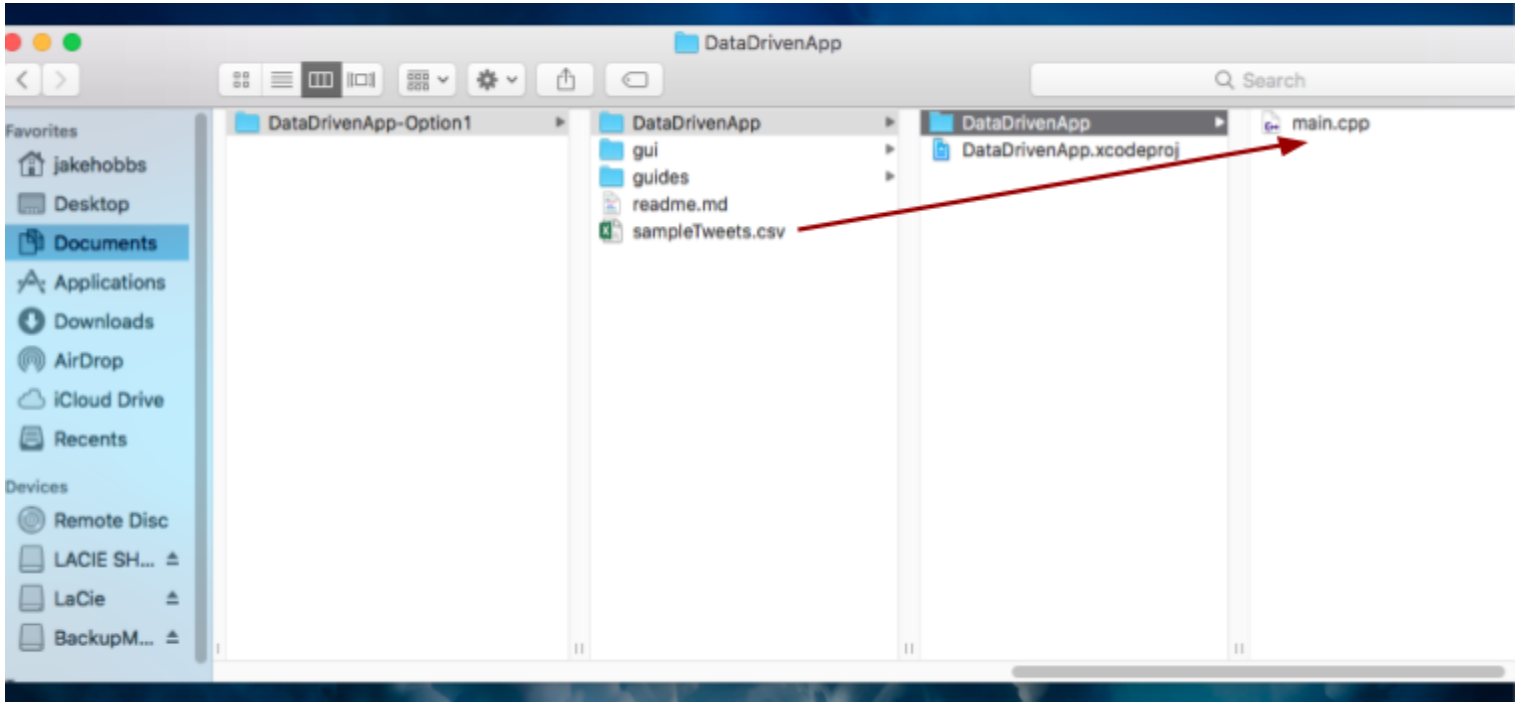
9. You now have an Xcode project to begin coding your solution.



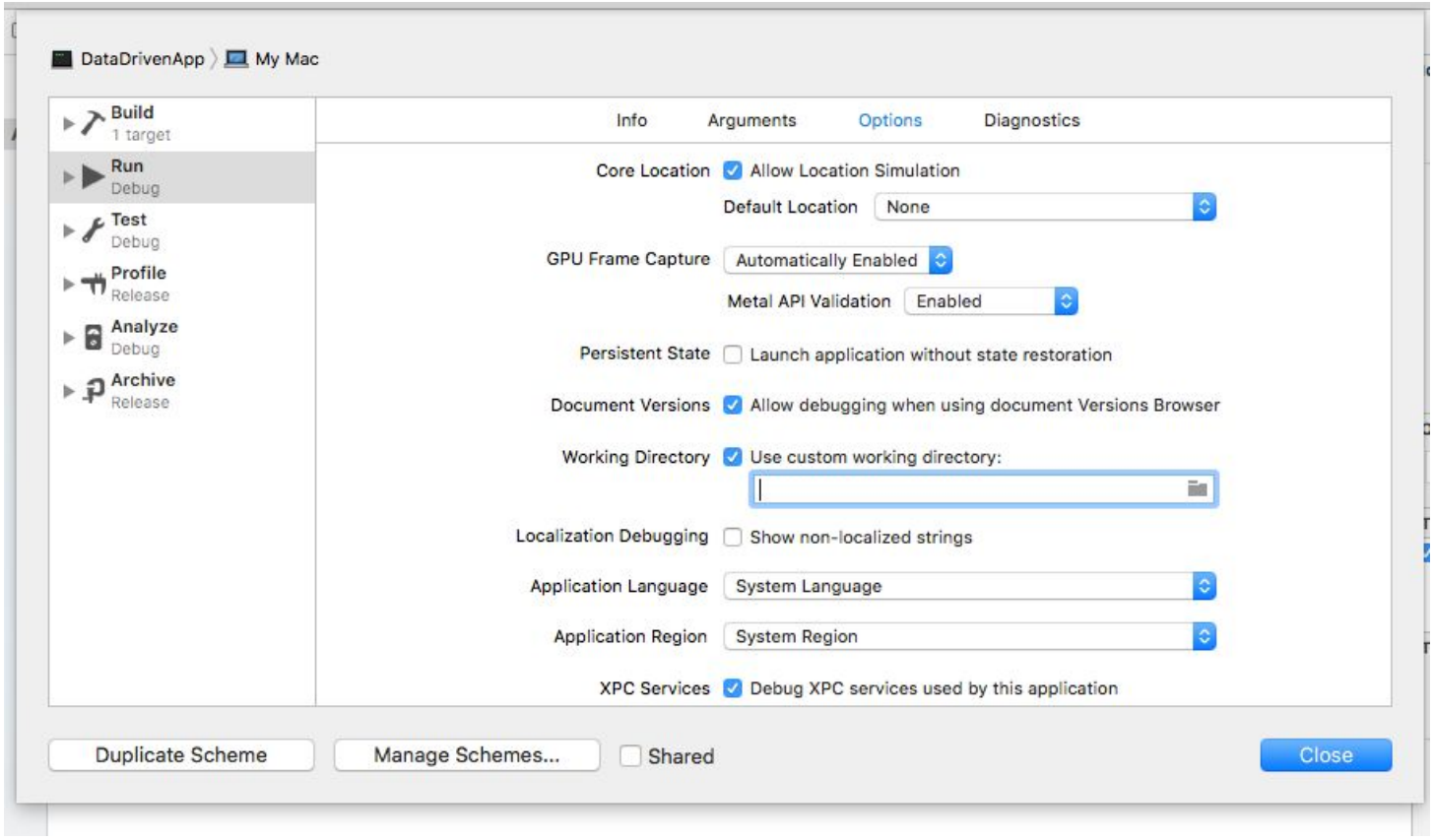
10. Click on “*main.cpp*” in the left hand toolbar to get started.



11. In finder navigate back to the location where you cloned the repository and move the sampleTweets.csv into the same folder as the main.cpp file of your Xcode project



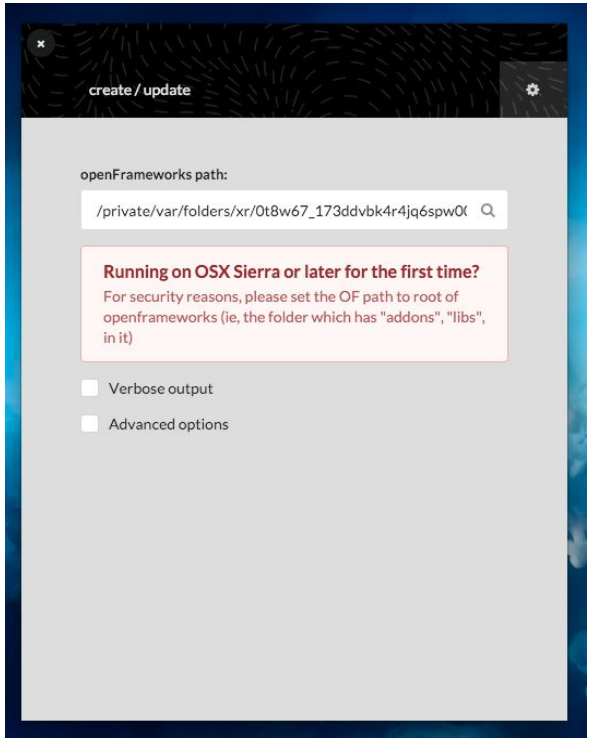
12. Go back into your Xcode project, from the menu toolbar select *Product → Scheme → Edit Scheme.* With run selected on the left menu select the *Options* tab and click the *Working Directory* checkbox. Select the small folder icon below *Working Directory* and select the folder which contains your main.cpp and sampleTweets.csv file. This will ensure you have access to the tweets file.

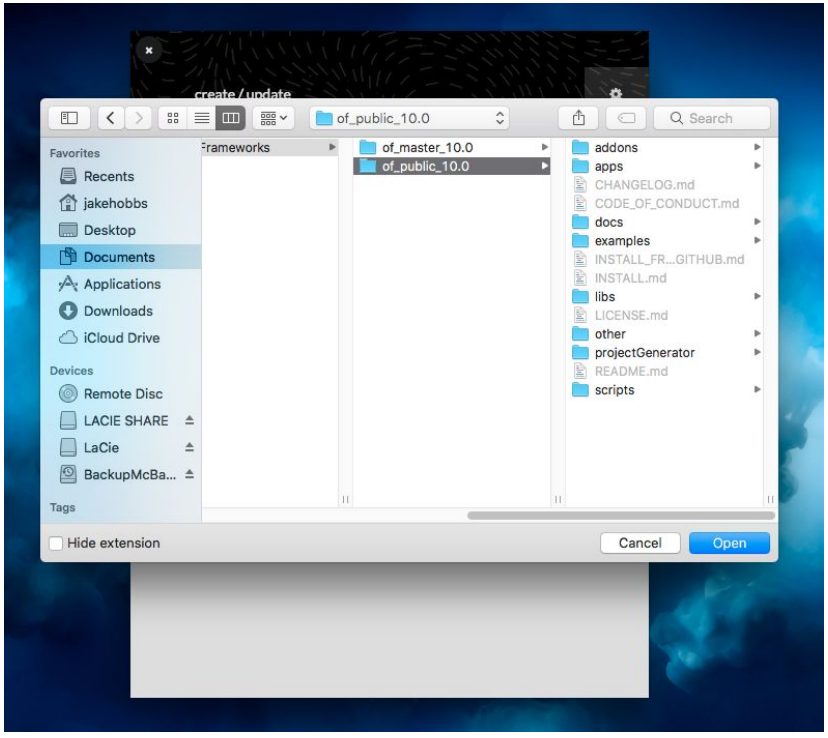


Setting up mock gui project

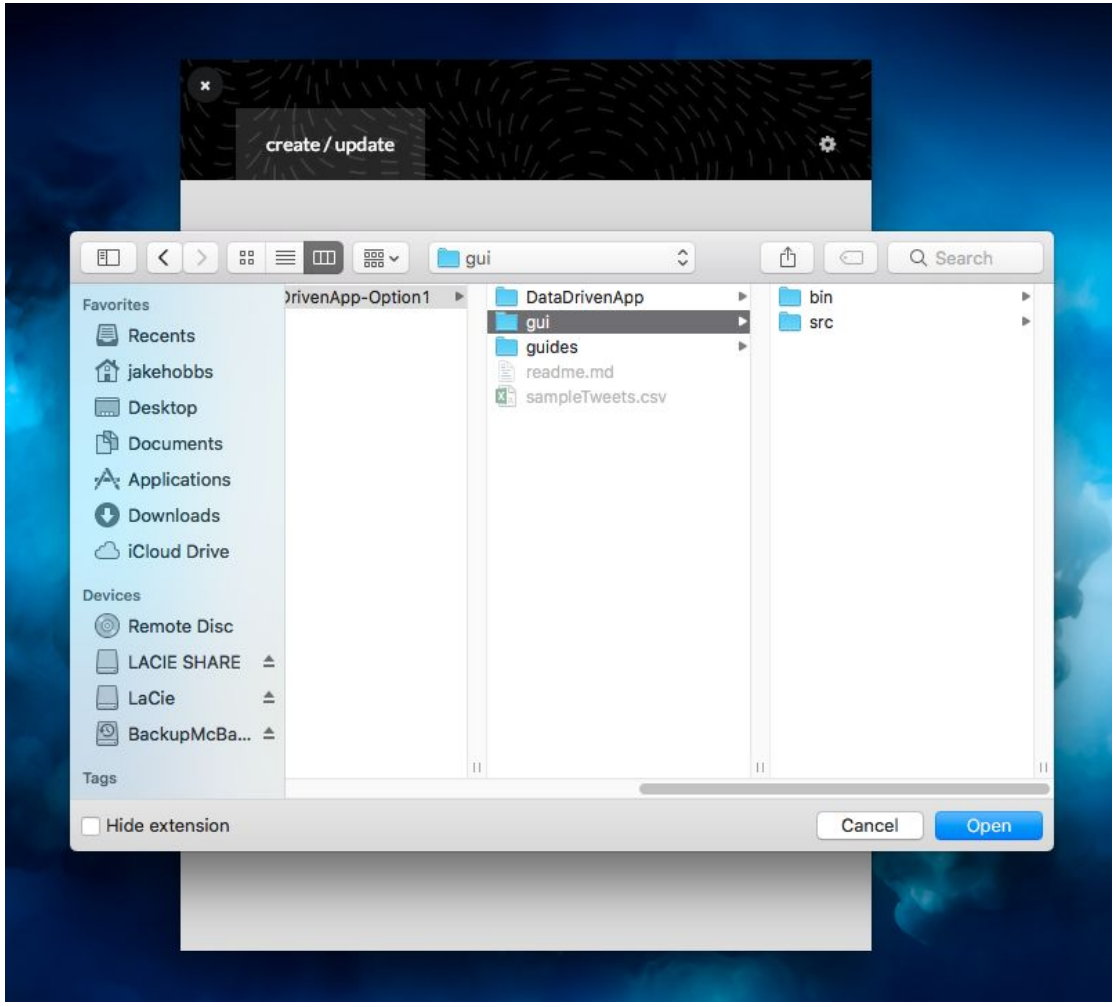
13. The openframeworks project can be created by importing the gui folder in the cloned repository via the project generator. This folder contains template code files for the standard main.cpp, ofApp.cpp and ofApp.h for a openFrameworks project. This can be done by following the remaining steps

14. If asked set the root path of your openFramworks installation in the project generator.

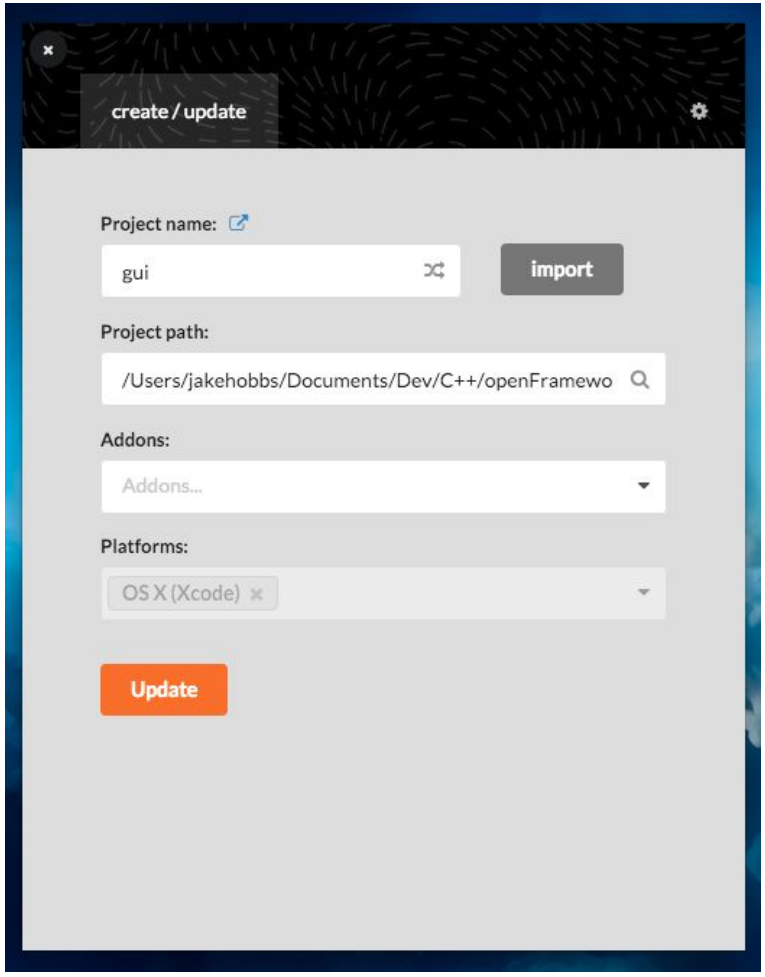




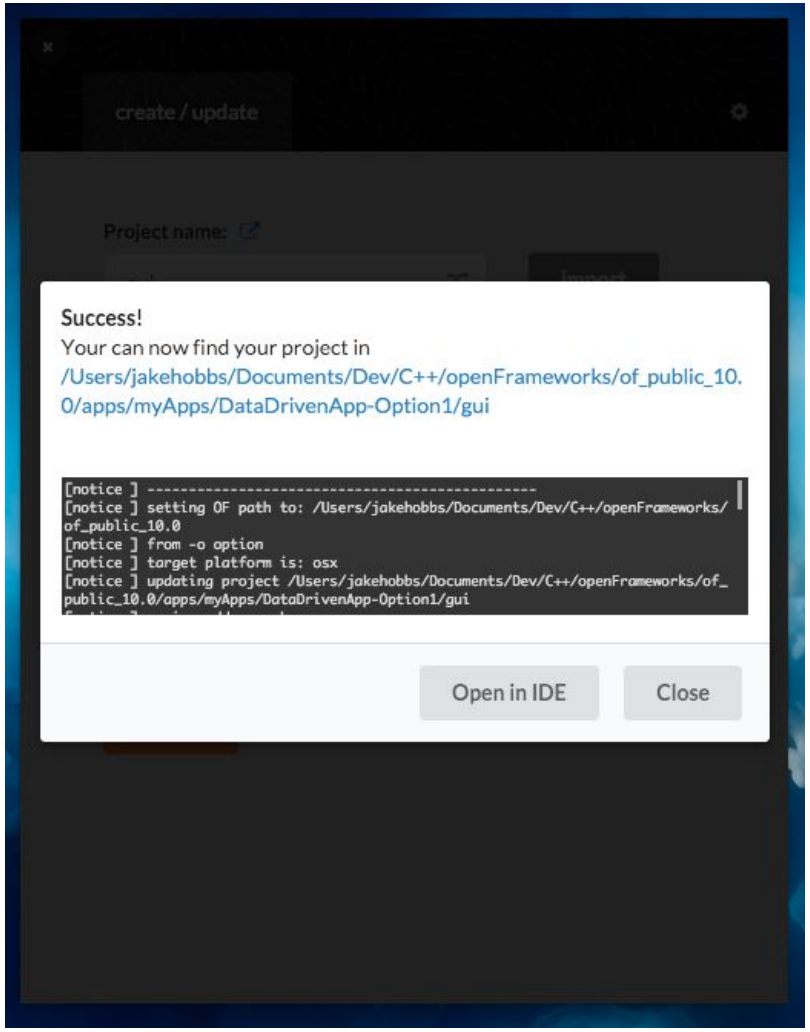
15. On the *“Create/Update”* tab select *“Import”* and locate the *“gui”* folder included in the repository. Select this folder and click “*Open”.*



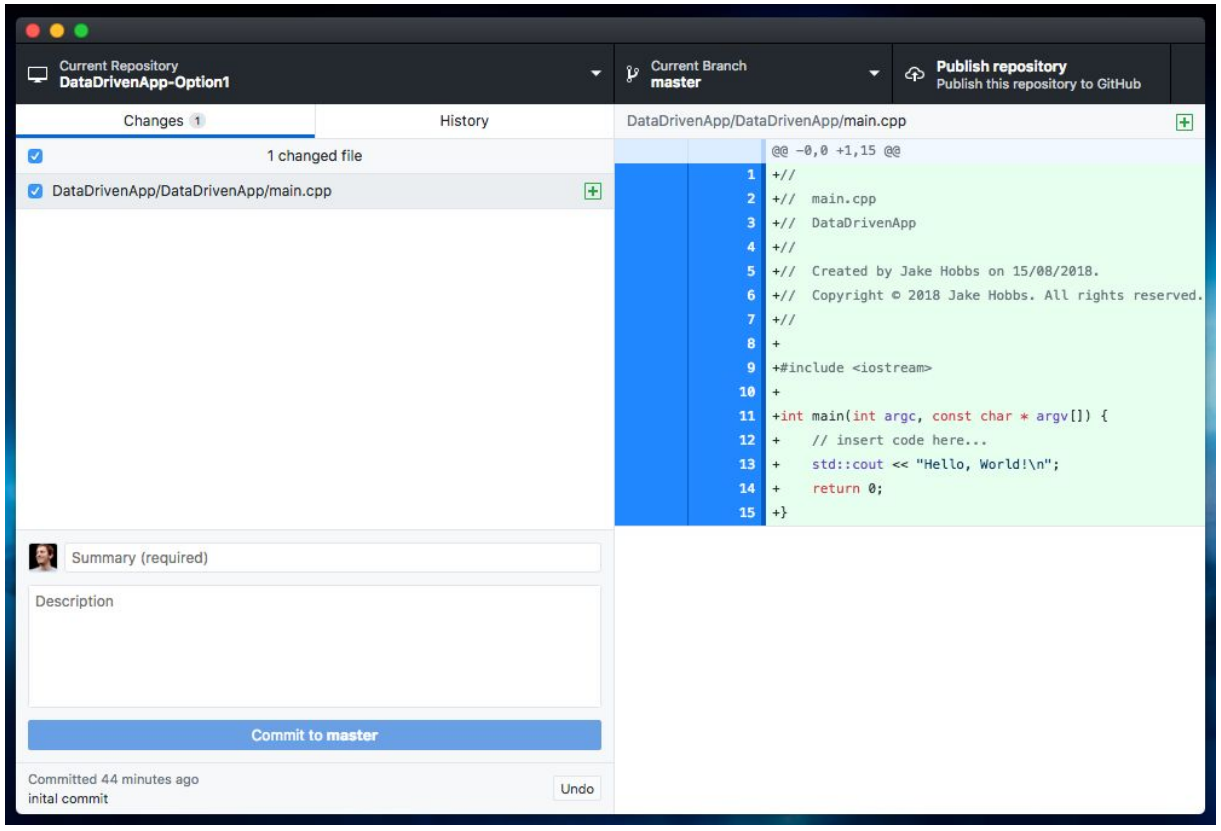
16. Click *“Update”*



17. Click *“Open in IDE”*



18. Your project is now ready to go. Github Desktop will keep track of your changes in your console project and the openFrameworks gui project. You should regularly make commits to ensure you can fall back to previous versions if things go wrong. You should also push your commits back up to your Github repository often, this will make sure you have a backup of your work.



19. When you are happy with your final solution make sure you make one final commit and push to your Github repository. Only code submitted to your assignment repository will be marked.